

 **Roberts**
The Pro Line

TELEVISION COMPUTER GAMES

RALLY IV

OPERATING INSTRUCTION MANUAL



F.C.C. MODEL #5

GAME ROTARY
SELECT SWITCH

MANUAL-AUTO

SPEED

ANGLE

BAT SIZE

ON-OFF SWITCH

PADDLE CONTROL

PADDLE CONTROL

REMOTE
DETACHABLE

RESET
PUSH BUTTON

MANUAL SERVE
PUSH BUTTON

MAIN CABINET

(Fig. 1)

Featuring 4 games:

- Tennis
- Hockey (goalie and forward)
- Squash
- Practice

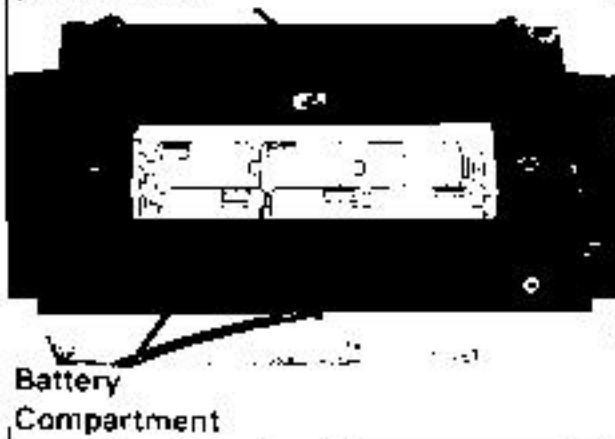
1. Installing Batteries

To install Batteries, remove Battery Cover Plate. Install 6 "C" type Batteries in proper directions and snap Cover Plate back in place. If no picture or weak washed out or weak or no sound erratic playing, batteries are low, dead or not correctly installed. If unit will be stored for a long period of time without being used remove batteries to prevent leakage and damage to the set. (See Fig.2 "Battery Compartment" illustration)

NOTE Batteries are not packed with unit

<Fig.2> Bottom of Cabinet

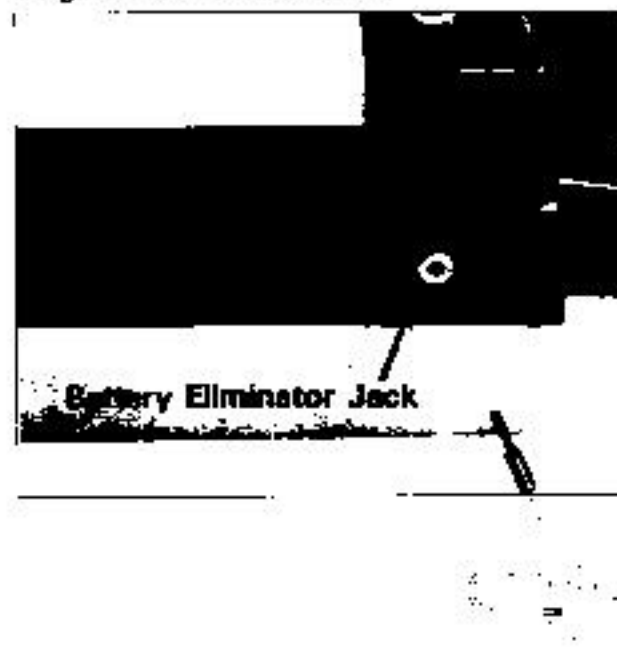
Insert pen into Channel Selector hole. If Channel 3 is desired, push Switch towards the Battery Compartment. If Channel 4 is desired push switch to the opposite direction.



2. Changing to Channel 4

Your RALLY IV game is set at the factory for use on channel 3. If a station in your immediate area is broadcasting on channel 3, you may receive interference to the game. This will not happen on most TV sets, but if it does on yours, you need to switch the RALLY IV game to channel 4. (See Fig.2)

<Fig. 3> Rear of Cabinet



3. Battery Eliminator (AC Adapter)

Your RALLY IV game has provision for a eliminator allowing you to operate the unit on ordinary 120V house current. Plug the battery eliminator into a wall outlet. Plug the other end of the eliminator wire into the jack on the rear of the control unit as shown on figure 3. PLEASE NOTE BATTERY ELIMINATOR IS OPTIONAL EQUIPMENT.

4. Remote Controls

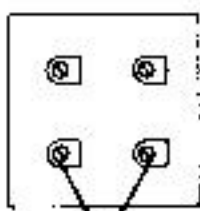
Remote Controls are simply mounted on both sides of Cabinet. To remove just lift Remote Controls from Cabinet.

<Fig. 4>



The Switch Box allows you to either watch regular TV programs or play RALLY IV with just a flick of the TV Game Switch. To attach Switch Box to your TV, be sure RALLY IV game is turned off. Plug Game Cable into socket labeled GAME on Switch Box (see Fig 5). Then attach short Twin-Lead Wire to Switch Box at the screws labeled TV using a screwdriver. From the illustrations in Fig 5, find picture matching your TV antenna hookup. Refer to VHF screws; do not remove UHF wires. Game is played on VHF only. Then hook up Switch Box as indicated. Finally, connect your antenna to either the "75 OHM" or "300 OHM" connectors on the Switch Box, as illustrated.

<Fig. 5A>

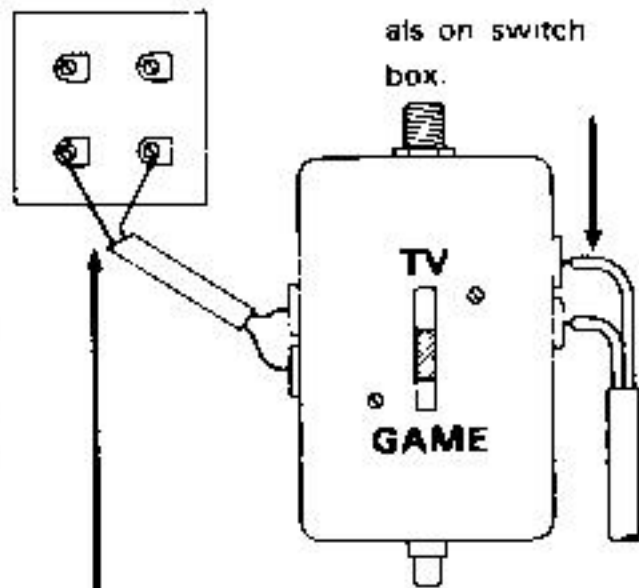


Flat wire attached to VHF antenna terminals

Wire may come from outside antenna, built-in antenna, signal splitter, etc

SELECT THE ILLUSTRATION (Fig 5A or 5B) BELOW THAT RESEMBLES THE BACK OF YOUR TV.

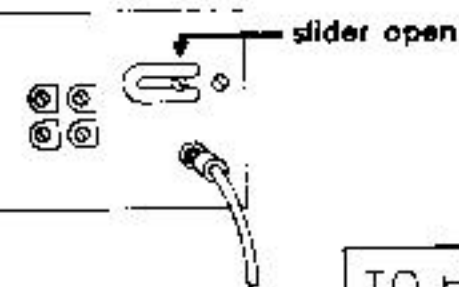
1. Disconnect flat wire from TV and connect to "300 OHM" screw terminals on switch box.



2. Connect flat wire from RALLY IV switch box "TV" screw to VHF terminals on TV set.

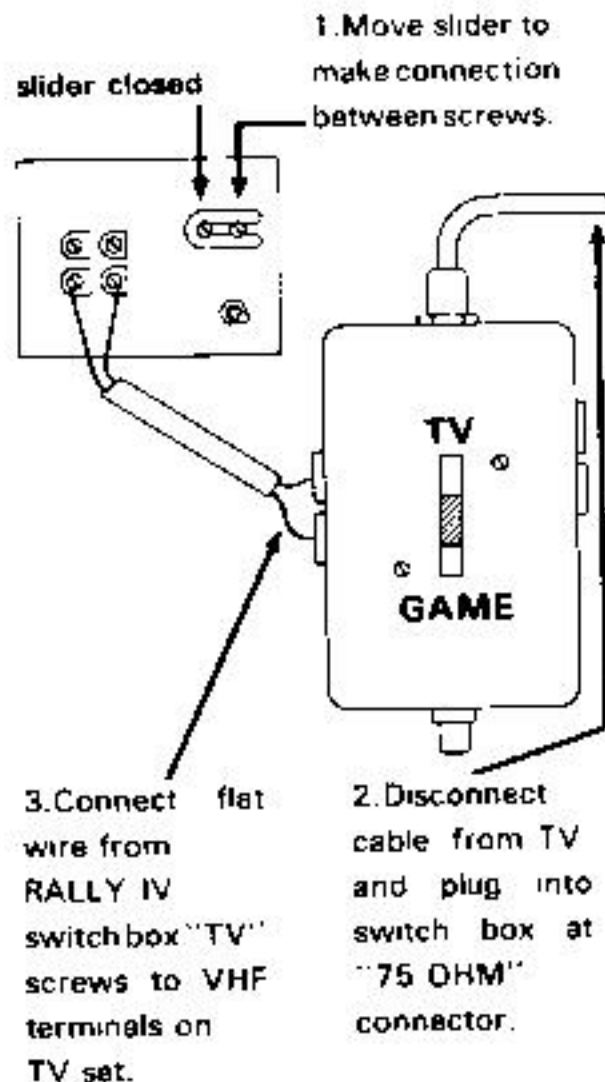
THEN HOOK UP RALLY IV BY DOING THIS

(Fig. 5B)



Round cable attached to cable connector and slider set for cable or 75 ohm position.

Round cable may come from antenna, cable TV system wall socket, signal splitter, etc.



FEDERAL COMMUNICATIONS COMMISSION REGULATIONS REQUIRE THE FOLLOWING:

Do not simultaneously hook up more than one TV set to a RALLY IV game. Avoid using any more flat Twin-Lead from RALLY IV Switch Box to TV set than is supplied with Switch Box. Avoid connecting flat Twin-Lead coming from RALLY IV Switch Box to any TV antenna or cable TV outlet. Avoid attaching loose wires to your TV antenna terminals when using RALLY IV. Doing any of the above may cause interference to nearby TV sets and is against Federal Communications Commission regulations.

Of Controls (see Fig. 1)

A. ON-OFF

This switch turns the power ON or OFF.

B. Bat Size

This switch selects either normal or small size bat.

C. Ball Speed

This switch selects either slow or fast ball speed.

D. Auto Manual Serve

This switch is useful when the game is set to fast ball and small bat. In the manual serve mode the ball will only be served when the serve switch is momentarily depressed. In the automatic serve mode the ball will be served automatically after each score.

E. Serve

This switch is used to put the ball in function when the Auto Manual Switch is in manual mode.

F. Game Selector Switch

4 games can be selected by this switch as follows:

- "Tennis"
- "Hockey"
- "Squash"
- "Practice"

G. Game Start (Reset)

This switch will allow you to start a new game, after one of the players scored 15 points and after the game has been initially turned on.

7. How to Play Your TV Game

A. Turn switch on the antenna adapter to "Game".

B. Turn on your T.V.

C. Set channel selector to Channel 3 *

D. If your set has automatic fine tuning (AFT) turn to Manual or Defeat position.

E. Turn on game, fine tune T.V. to obtain best picture.

F. Turn down T.V. set sound to prevent buzzing sound.

G. Adjust T.V. brightness and contrast so that the T.V. screen background is black and the boundaries, players and ball are white.

H. Select the desired game. Refer to the section which describes each game for playing rules.

I. Momentarily press START Switch. Score will be reset to 0-0, and the paddles are activated.

Note: The game cannot be played when either left or right score displays 15 or after the game has been initially turned on. In either case, press the START switch momentarily to start the game.

- * On rare occasions it may be possible that interference is experienced on this Channel. In that event your TV game can be switched to Channel 4. (See Fig. 2)

B. Action Sounds

In all games three types of sound are heard.

- A. Sound when the ball reflects off boundaries.
- B. When the ball hits a bat.
- C. When a score is made.

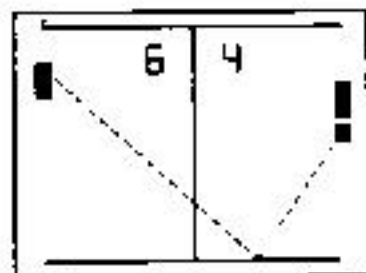
B. To Watch Regular TV Programs

At end of play, BE SURE to turn off RALLY TV control unit. Otherwise you may drain the batteries. To watch regular TV programs, be certain to slide TV GAME Button on Switch Box to "TV" position (or interference may occur)- see Fig. 5, then turn on only the TV set.

10. Game Selection

A. Tennis Play

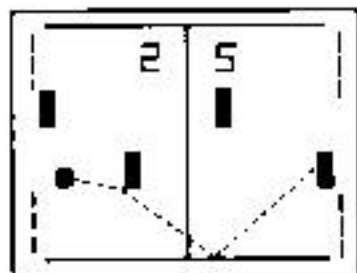
This is like real tennis games with a top and bottom boundary, center net, movable paddles and bounce sound.



The ball will traverse toward the player, reflecting from top and bottom as necessary until the other player makes his hit. This action is repeated until one player misses the ball. The game detects a score automatically and displays it on the player's own side of the playing field. The ball will then serve automatically toward the side which has just missed. This sequence is repeated until a score of 15 points is reached by one side. The first contestant to reach 15 points wins and the game is stopped. The ball will still bounce around, but no further hits or scores can be made until you start another game by pushing the reset button switch.

B. Hockey Play

In this game each participant has a goalie and a forward. The layout is such that the goalie is in normal position and the forward



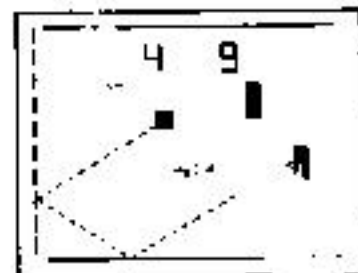
is positioned in the opponents half of the playing area.

When the game starts, the ball will appear travelling from one goal line toward the other side. If the opponent's forward can intercept the ball, he can shoot it back toward the goal. If the ball is missed, it will travel to the other half of the playing area, and the first team's forward will have the opportunity of intercepting the ball and redirecting it forward at a new angle according to the player section which is used. If the ball is saved by the goalie or it reflects back from the end, there is the opportunity by the first player's forward to intercept the outcoming ball and direct it back toward the goal.

One point is scored each time a player is successful in landing in the goal area. The scoring and game control is done automatically as for the tennis game.

C. Squash

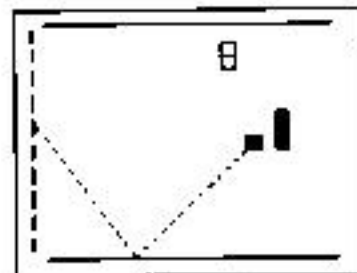
There are two players who alternately hit the ball into the court. The right hand player is the one that hits first, it is then the



left hand player's turn. Each player is enabled alternately to insure that the proper sequence of play is followed.

D. Practice

This game is similar to handball except that there is only one player.



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